SONIC's ULTIMATE GENESIS COLLECTION™

EVERYONE 10+

E 10+

CONTENT RATED BY ESRB

SEGA®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures, or
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing *Sonic's Ultimate Genesis Collection*™. Please note that this software is designed for use with the PLAYSTATION®3 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

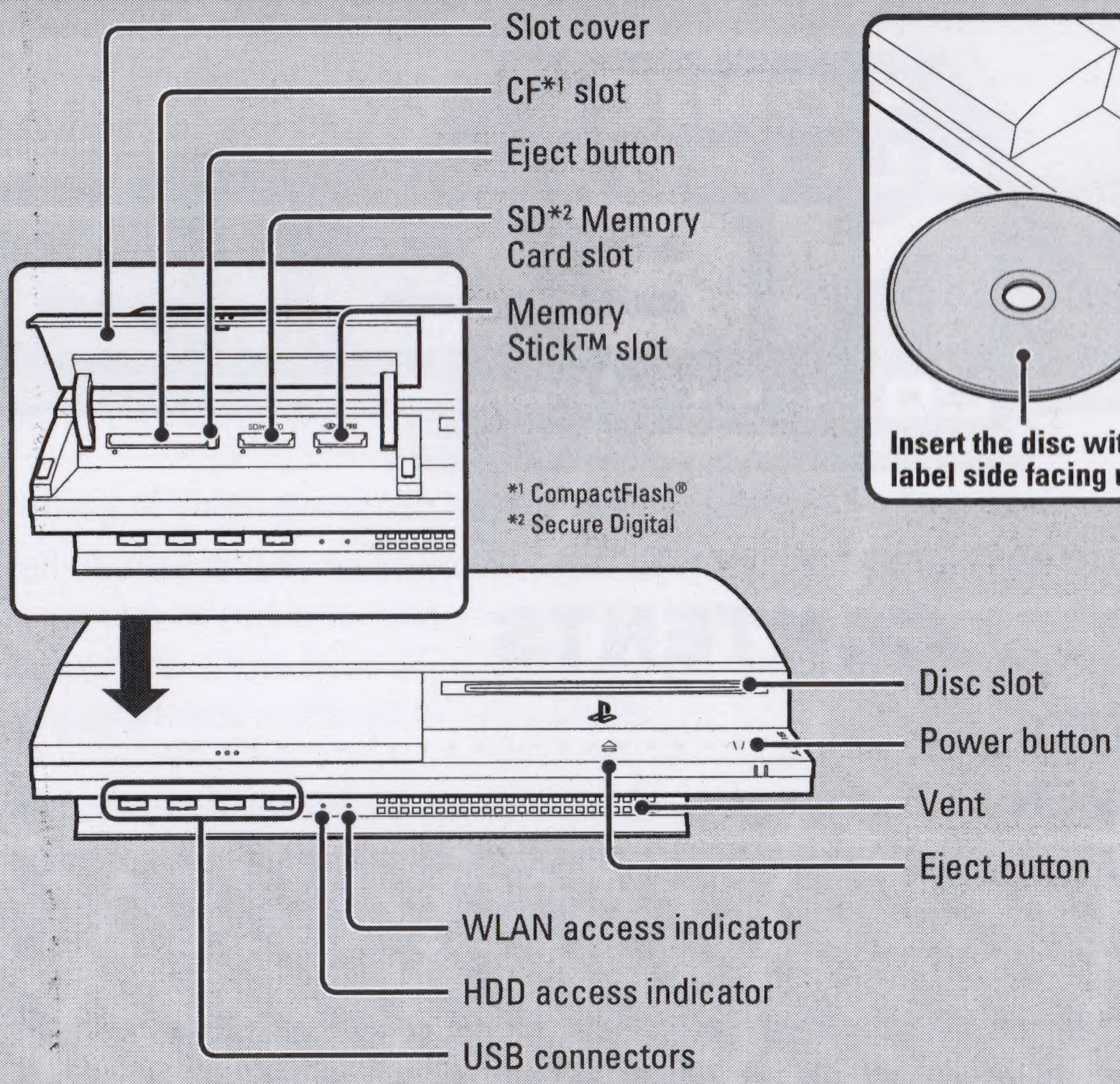
CONTENTS

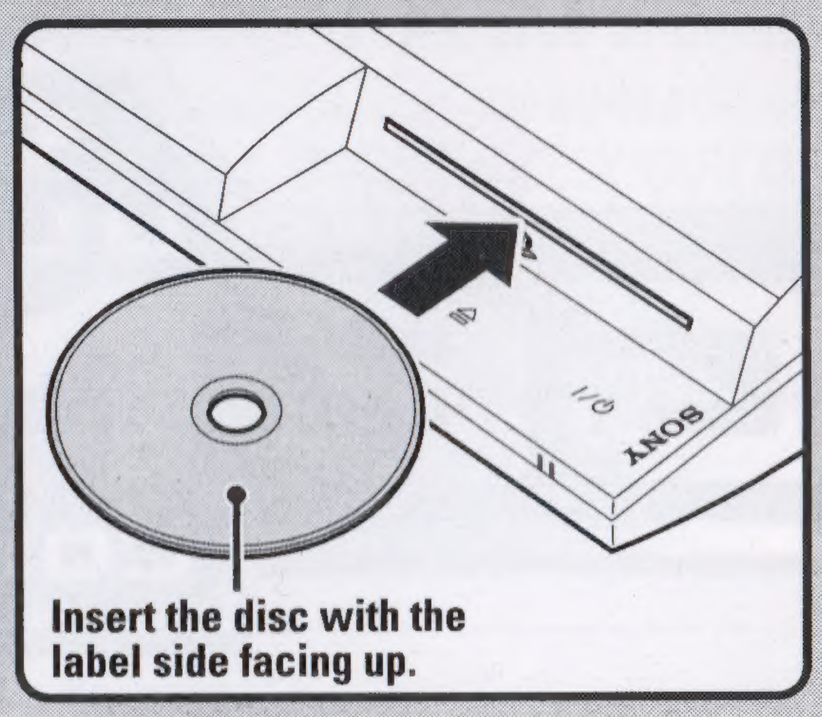
GETTING STARTED 2
GAME SELECT MENU 4
OPTIONS MENU 4
EXTRAS MENU 5
MUSEUM 5
PAUSE MENU 5
GAMES 6
- SONIC THE HEDGEHOG 7
- GOLDEN AXE 9
- ECCO THE DOLPHIN 11
- STREETS OF RAGE 12
- VECTORMAN 15
- PHANTASY STAR II 17

Sonic's Ultimate Genesis Collection™ contains over 40 classic titles, only a small number of which are introduced in this manual. Please see the official website for this title at **http://www.sega.com/sonicsugc** for information on how to play the other games.

GETTING STARTED

PLAYSTATION®3 SYSTEM FRONT





Insert the disc with the label side facing up.

Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

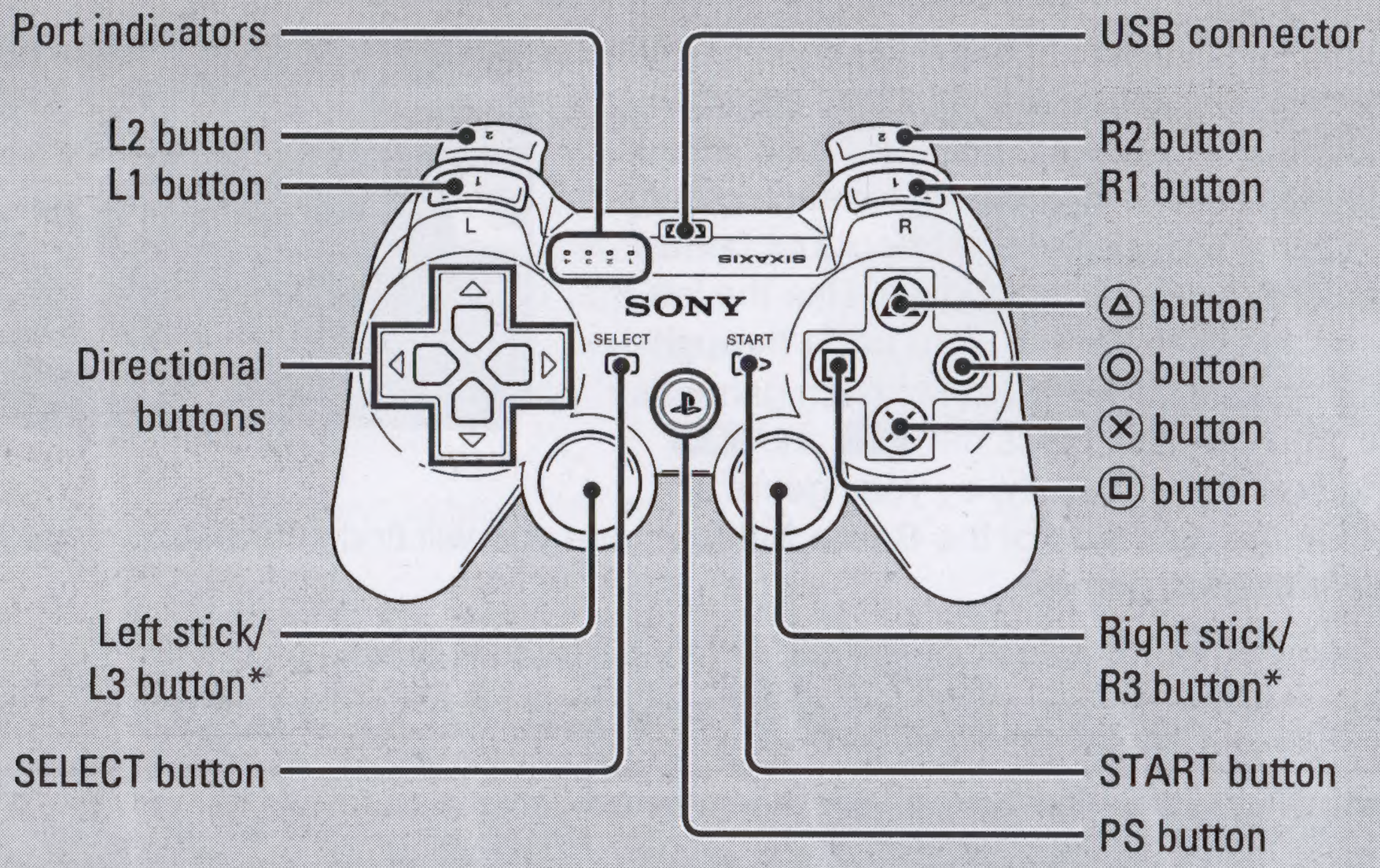
Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the ***Sonic's Ultimate Genesis Collection***™ disc with the label facing up into the disc slot. Select the icon for the software title under **[Game]** in the PLAYSTATION®3 system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select **"Quit Game"** from the screen that is displayed.

HINT To remove a disc, touch the eject button after quitting the game.

USING THE SIXAXIS™ WIRELESS CONTROLLER (FOR PLAYSTATION®3)



* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

SAVED DATA FOR PLAYSTATION®3 FORMAT SOFTWARE

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under **"Saved Game Utility"** in the **[Game]** menu.

SAVING SCORES AND SETTINGS

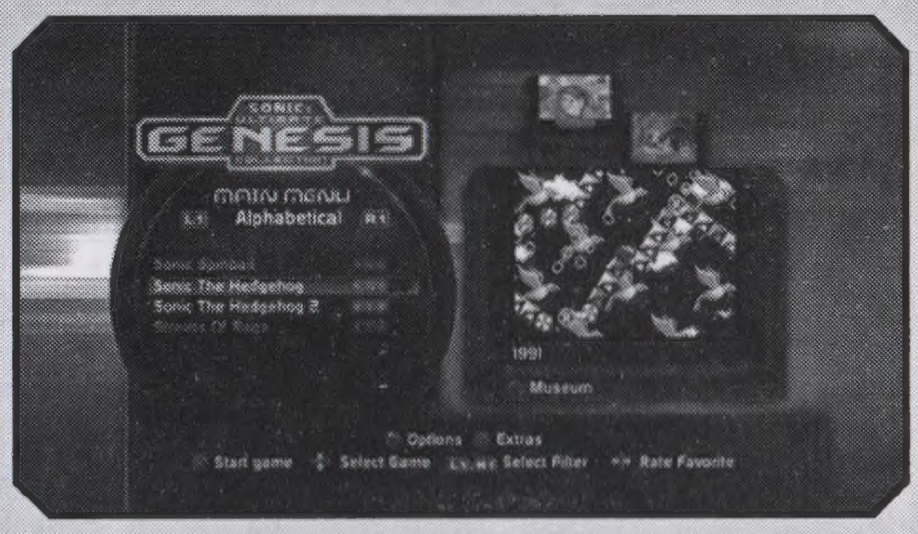
As long as **Autosave** is enabled, your scores and settings will be saved automatically after you change the settings and options, in-between games, and when you return to the **Game Select** menu. If **Autosave** is disabled, scores and settings will need to be saved manually by selecting **Save Settings** in the **Options** menu.

Scores and game progress ("game state") can also be saved on a title by title basis, to be resumed at a later time. Press SELECT anytime during a game and select **Save Game Data**. Up to three game states can be saved.

LOADING SCORES AND SETTINGS

Game settings are automatically loaded when you start up *Sonic's Ultimate Genesis Collection*™. They can also be loaded manually via **Options**.

GAME SELECT MENU



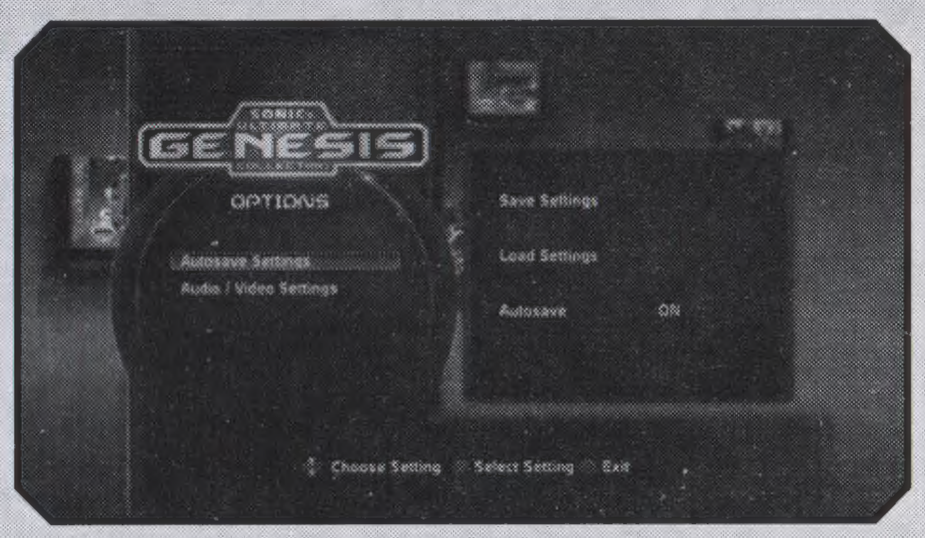
Press the START button at the Title Screen to open the **Game Select** menu. From here you are able to scroll through the entire game collection, select a game to play, view the **Museum** for each game, adjust the game's **Options**, and check out bonus games and other unlockable **Extras**. Use the left stick or directional buttons ⬆ ⬇ to cycle through the list of games, and ⬅ ➡ to rate each game as a favorite. You can also press the L1 and R1 buttons to sort alphabetically, by year, genre or favorites. On the right side of the **Game Select** menu you will find information regarding the release year of each game.

Use the following buttons to access the different game features.

⊗ **button**	Play the selected game.
○ **button**	View the **Museum** for the selected game.
△ **button**	Open the **Extras** menu to access unlockable games and movies.
□ **button**	Open the **Options** menu to change game settings.

OPTIONS MENU

Press the □ button at the **Game Select** menu to open the **Options** menu. Use the left stick or directional buttons ⬆ ⬇ to highlight an option and press the ⊗ button to select. Once selected, use the directional buttons to make changes. Press the ○ button to return to the **Game Select** menu.



AUTOSAVE SETTINGS

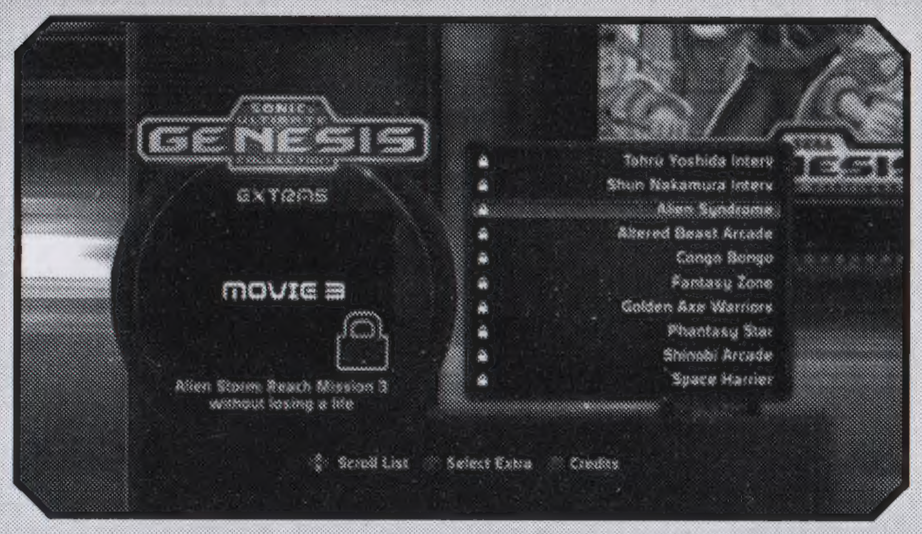
Select **Save Settings** to manually save your game settings and unlocked content, or **Load Settings** to manually load. If **Autosave** is set to **ON**, then it's unnecessary to use the **Save Settings** option.

AUDIO / VIDEO SETTINGS

Use the left stick or directional buttons ⬆ ⬇ to select from **Brightness**, **Music** or **SFX** (sound effects), and ⬅ ➡ to change their respective levels.

EXTRAS MENU

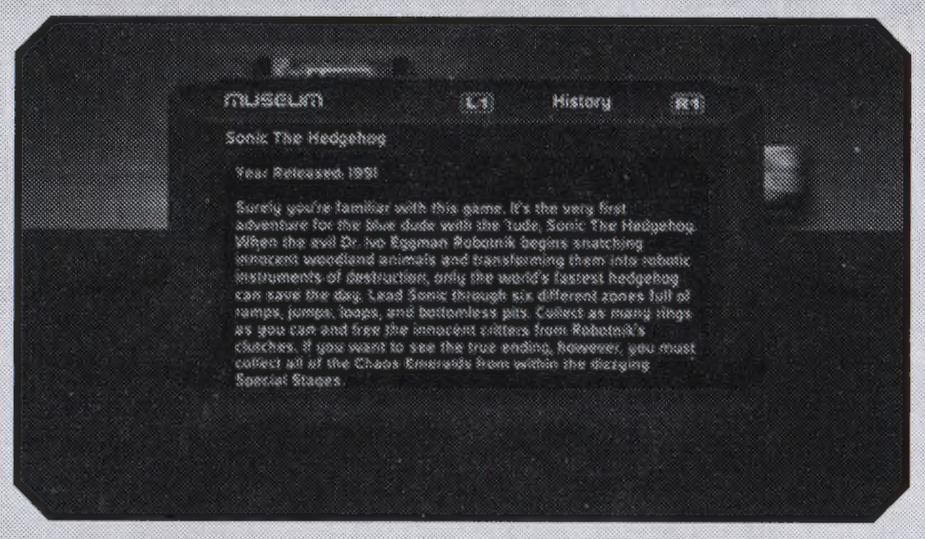
Press the △ button at the **Game Select** menu to open the **Extras** menu. In addition to the 40 games, *Sonic's Ultimate Genesis Collection*™ contains nine classic games that can be unlocked, as well as interviews. Use the left stick or directional buttons ⬆ ⬇ to highlight an item and press the ✕ button to play. Press the △ button to view the *Sonic's Ultimate Genesis Collection*™ game credits, and the ○ button to return to the **Game Select** menu.



Highlight the game or interview to see how to unlock bonus items.

MUSEUM

Each game in the collection has its own **Museum**, which includes a history of the game and artwork. Highlight a game in the **Game Select** menu and press the ○ button to enter the **Museum** for that title. While in the **Museum**, press the L1 and R1 buttons to cycle between the **History** and **Artwork** sections. Press the ○ button to return to the **Game Select** menu.



PAUSE MENU

While playing any game, press the SELECT button to pause the game and open the **Pause** menu with the following options:

Resume Game	Return to the game in progress.
Control Setup	View the unique controls for the game, and customize the button assignments. For two-player games, each player will need to individually access the **Control Setup** menu to change their controls.
Video Setup	Adjust your game's viewing area on your television, and turn **ON/OFF** the **Smoothing** option.
Save Game	Save the game in its current state. Up to three game states can be saved.
Load Game	Load a previously saved game.
Reset Game	Reset High Scores for the game. The game will also restart from its Title Screen.
Exit Game	Return to the **Game Select** menu.

GAMES

Here is the complete list of the titles included in the collection. A small selection of the games are introduced in the pages that follow. Additionally, a brief description of the controls for each game can be found by accessing the title's **Pause** menu and selecting **Control Setup**. For detailed instructions for all games, check out the official website at **http://www.sega.com/sonicsugc**

- **Alex Kidd in the Enchanted Castle**
- **Alien Storm**
- **Altered Beast**
- **Beyond Oasis**
- **Bonanza Bros.**
- **Columns**
- **Comix Zone**
- **Decap Attack starring Chuck D. Head**
- **Dr. Robotnik's Mean Bean Machine**
- **Dynamite Headdy**
- **Ecco the Dolphin**
- **Ecco: The Tides of Time**
- **E-SWAT**
- **Fatal Labyrinth**
- **Flicky**
- **Gain Ground**
- **Golden Axe**
- **Golden Axe II**
- **Golden Axe III**
- **Kid Chameleon**
- **Phantasy Star II**
- **Phantasy Star III: Generations of Doom**
- **Phantasy Star IV: The End of the Millennium**
- **Ristar**
- **Shining Force**
- **Shining Force 2**
- **Shining in the Darkness**
- **Shinobi III: Return of the Ninja Master**
- **Sonic 3**
- **Sonic 3D Blast**
- **Sonic & Knuckles**
- **Sonic Spinball**
- **Sonic The Hedgehog**
- **Sonic The Hedgehog 2**
- **Streets of Rage**
- **Streets of Rage 2**
- **Streets of Rage 3**
- **Super Thunder Blade**
- **Vectorman**
- **Vectorman 2**

The following games for the SEGA Master System™ and arcade can also be unlocked and played via **Extras**.

- **Golden Axe Warrior**
- **Phantasy Star**
- **Alien Syndrome**
- **Altered Beast**
- **Congo Bongo**
- **Fantasy Zone**
- **Shinobi**
- **Space Harrier**
- **Zaxxon**

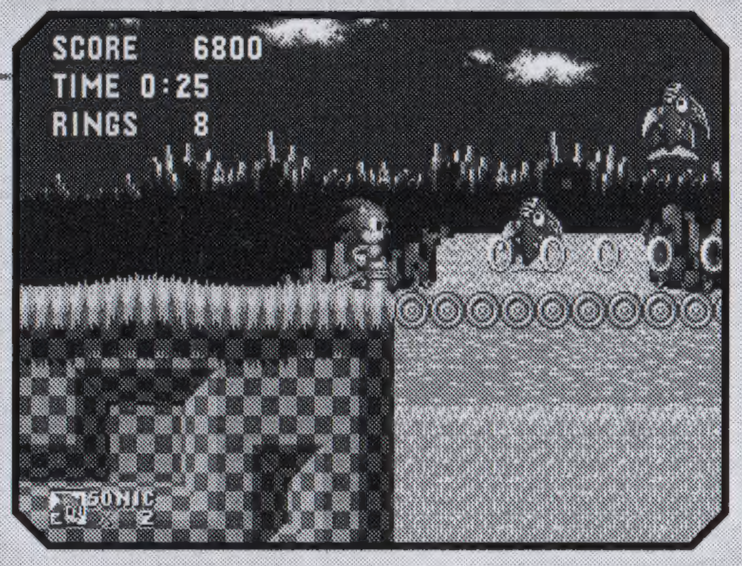
SONIC THE HEDGEHOG

The evil scientist Dr. Eggman (AKA Dr. Robotnik) has snatched the poor animals of Emerald Island and turned them into robots. Only one hero can defeat Dr. Eggman and rescue the animals from his vile clutches -- it's the super-cool hedgehog with the blue spiky hair, Sonic!

From the Title Screen, press the START button to begin the game.

PLAYING THE GAME

Rush through six exciting Zones collecting Rings, avoiding traps and destroying enemies. Each Zone is divided into three Acts. At the end of the third Act, you must defeat Dr. Eggman and release the captured animals from the capsule to clear the Zone.



WALKING/RUNNING

Use the left stick or directional buttons ⬅ ➡ to move Sonic left and right.

ATTACK

To attack enemies, use the left stick or directional button ⬇ while running to perform a Spin Attack, or press the ⊗, ◎ or ▢ button to jump and perform a mid-air Spin Attack.

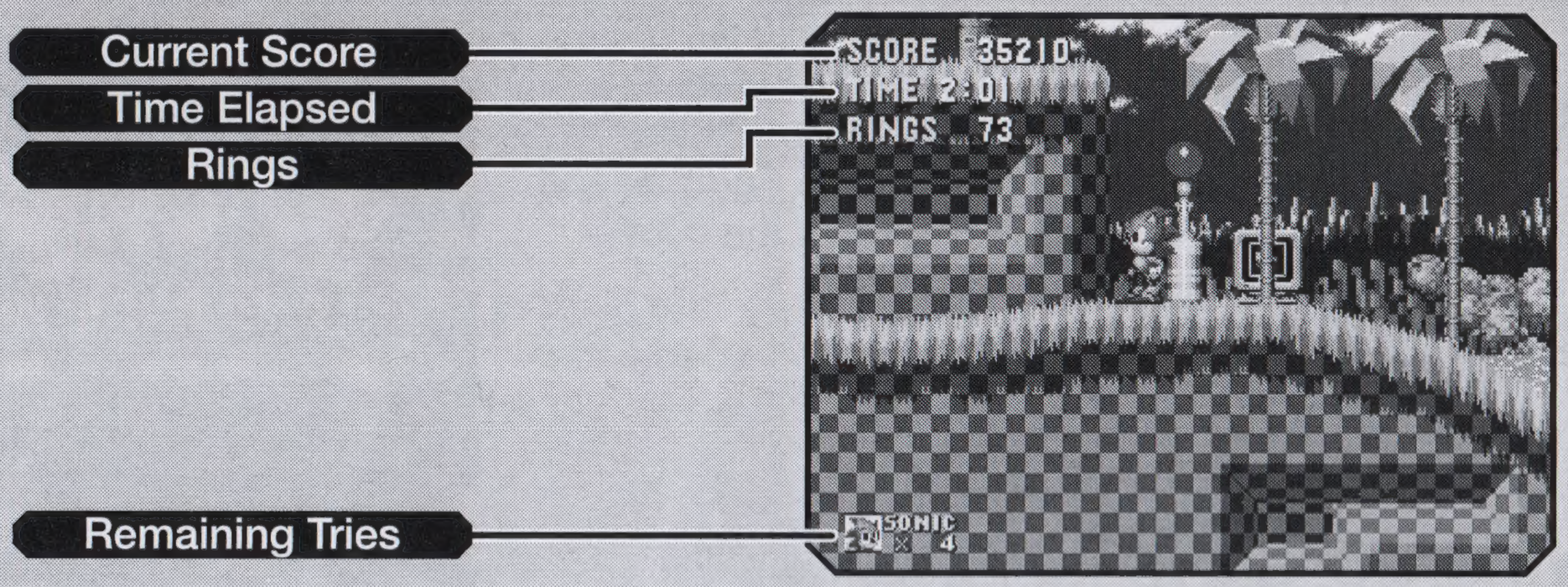
RINGS

Pick up Rings to protect yourself from enemy attacks. When you are attacked, you will lose all your Rings which leaves you vulnerable.

TIME

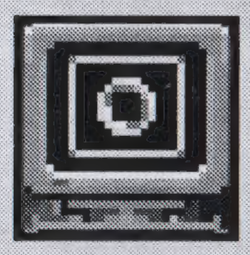
You have ten minutes to complete each Act. Exceed this and you will lose one try.

GAME SCREEN

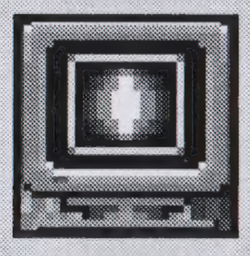


ITEMS

Use the Spin Attack to smash open video monitors and receive the item inside.

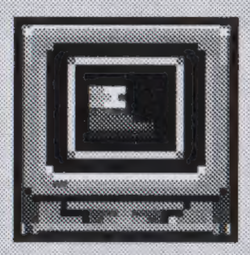


Super Ring
Earns you ten Rings.

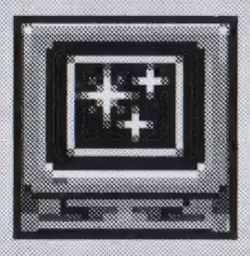


Shield
Protects you from damage one time only.

1-UP
Gives you one extra try to finish the game.



Power Sneakers
Makes you run even faster.

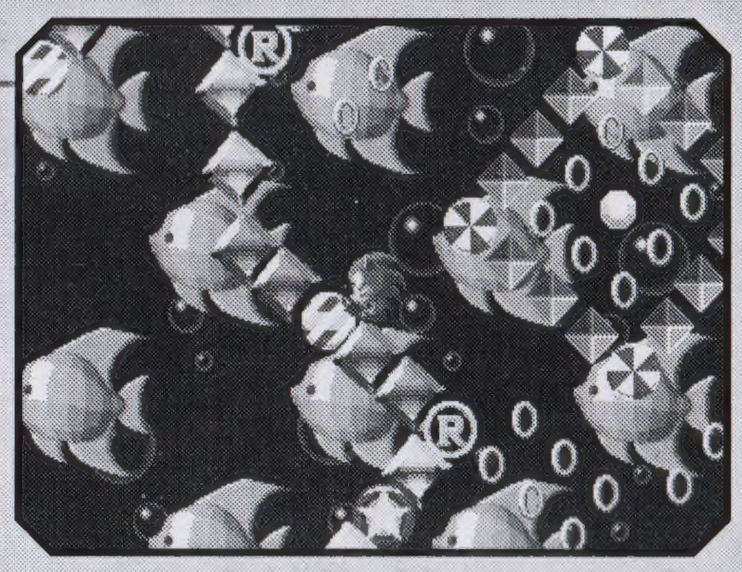


Invincible
Protects you from damage for a limited time.

SECRET ZONE

Clear Act One or Act Two with 50 or more Rings and you will be transported to the Secret Zone by jumping through the giant gold Ring.

Use the Spin Attack by ricocheting off multi-colored blocks in a 360° rotating maze. In each Secret Zone, the aim is to grab the Chaos Emerald (one in each Secret Zone) and as many Rings as you can while keeping away from the Goal Blocks.



GOLDEN AXE

The land of Yuria has been invaded and is now ruled by the iron fist of Death Adder, who secured his throne by seizing the Golden Axe. Three brave warriors now rise to the challenge of defeating Death Adder and his soldiers and restoring peace to the Kingdom.

From the Title Screen, press the START button on controller 1 for one player or controller 2 for two players. Use controller 1 to select from the following modes:

Arcade Play the arcade version of *Golden Axe*™. Your journey takes place over eight stages.

Beginner Play a simplified version of *Golden Axe*™. In this mode, the game ends at stage 3, after a battle with Death Adder Jr.

The Duel Test your skill against other game characters. In one-player games, you fight one-by-one against 12 of Death Adder's soldiers, each more powerful than the last. The battle ends if you lose a duel. In two-player games, the two players fight each other until one warrior defeats the other.

Once the game mode is selected, select a warrior to play using the left stick or directional buttons.

PLAYING THE GAME

Make your way through the playfield fending off Death Adder's minions.

MOVING

Use the left stick or directional buttons to move the warrior in any direction. Push the ◎ button to jump.

ATTACKS

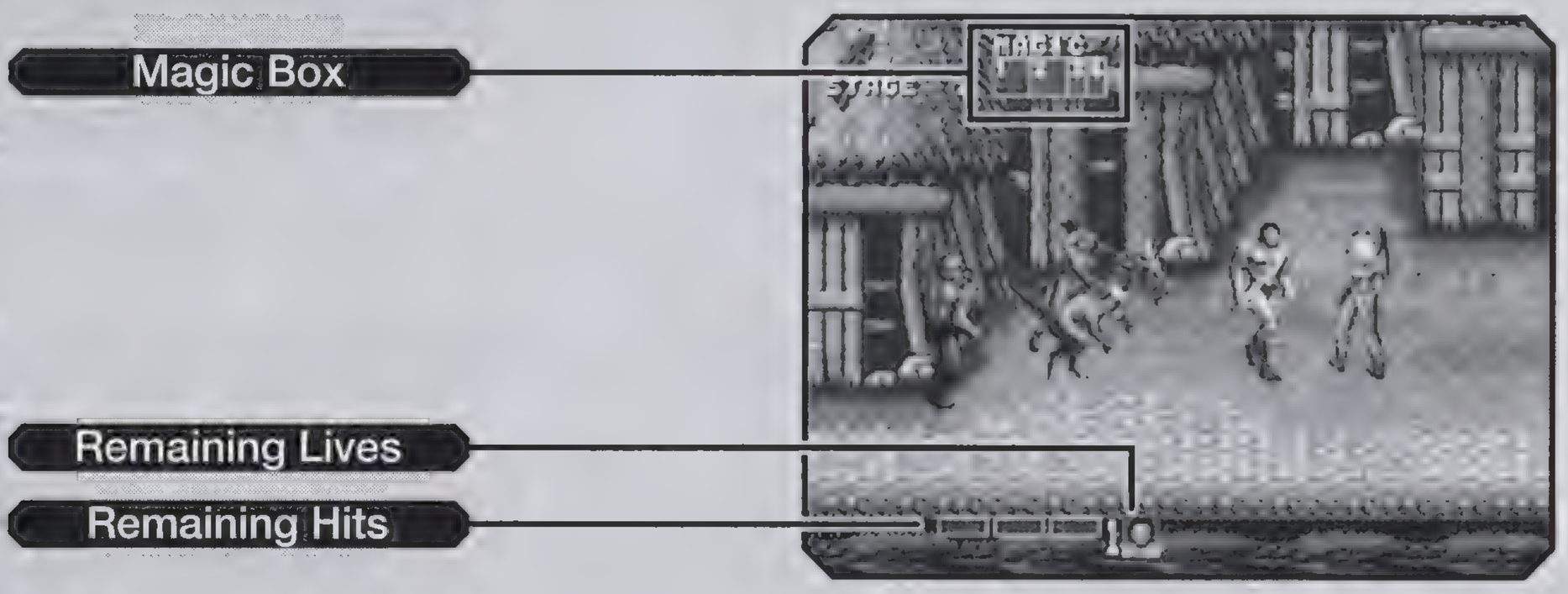
- Press the ⊗ button while jumping for a downward slash with your weapon.
- Press the ⊗ button while running for a body slam, kick or head butt, depending on your warrior.
- Press the ⊗ and ◎ buttons together for a special skill attack.
- Press the △ button for a Magic attack.

Remember that each warrior has their own unique skills. What one warrior can do, the others may not be able to. Experiment with the Jump and Attack buttons to discover all the special moves, and learn the best ways to control each warrior.

GAMEPLAY HINTS

- Nudge passing elves and pick up the Magic Pots and Strength Bars they drop to increase your power.
- Some enemies are mounted on Bizarrians, creatures native to the land of Yuria. Try to knock the riders off of the Bizarrians, and mount the creature yourself to use its special skills to your advantage. When you ride a Bizarrian, it will take all damage from enemy hits instead of you.

GAME SCREEN



GAME OVER

The game ends when you die with no lives remaining.

If you have Credits, then the **Continue Game** message will be displayed. Select **Yes** and press the START button to continue the game from the last stage you were playing. Select **No** to proceed to the **Scoreboard**.

The **Scoreboard** will be displayed before returning to the Title Screen. It shows your score, the number of times your warrior has been revived, your total strength and your game ranking.

OPTIONS

From the Title Screen, select **Options** to change a variety of game settings. Use the left stick or directional buttons ⬆ ⬇ to select an option and ⬅ ➡ to change the setting.

Life Meter Choose the number of hits your warrior can take from **3** to **5**.

Control Change the controller button settings. Note that **A**, **B** and **C** represent the SEGA Genesis™ buttons.

Sound Test Press the START button to display the **Sound Test** menu. Select a game sound with the left stick or directional buttons and press the START button to preview.

ECCO THE DOLPHIN

A freak waterspout storm has sucked up all the marine life, leaving Ecco all alone in the bay. Ecco must now travel the ocean far and wide gathering clues and solving puzzles in order to find his lost pod and unravel the mystery of their disappearance.

At the Title Screen, press the START button to go to a submerged cavern, where Ecco waits to begin the long journey through the timeless seas. Push the left stick or directional buttons ➡ to start from the beginning, or ⬅ to go to the **Password** screen.

A Password is given at the beginning of each new level which allows you to continue from where you left off or from any previously played levels.

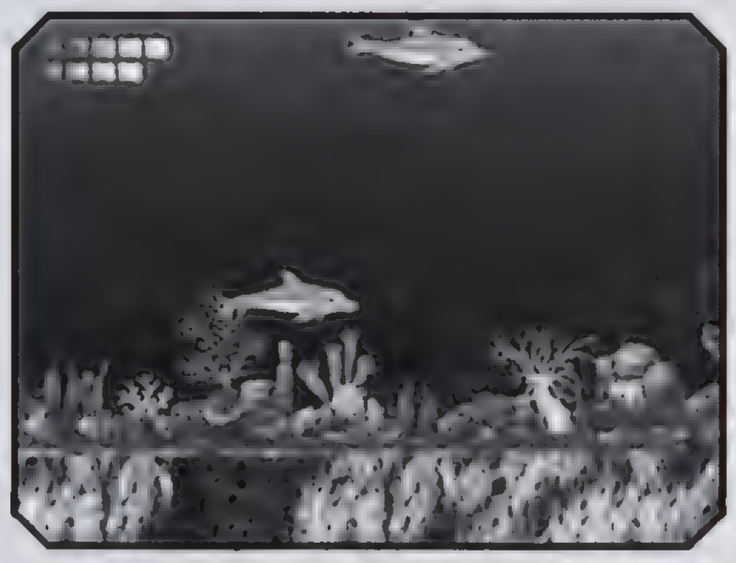
PLAYING THE GAME

Use the left stick or directional buttons to swim as Ecco around the sea, searching for the path to the next level, and solving puzzles along the way. Hold down the ⊗ button while moving to swim at a greater speed, or push the ■ button to charge. With enough speed, Ecco can leap out of the water.

SINGING

Press the ◉ button to use sonar. Ecco uses sonar to sing songs. Songs can be used to communicate, ward off enemies, or get information from Glyphs. Also, hold down the ◉ button until the song echoes back to display part of a map in front of you. As the story progresses, you will learn more songs with varied effects.

HEALTH AND BREATH



The gauges at the top left of the screen indicate Health (top) and Breath (bottom). If you are hurt in any way you will lose Health. Breath depletes slowly by being underwater. To regain Health, charge a school of fish and eat. To regain Breath, find open air or an air pocket, and either leap out or push your nose above water.

If either gauge is depleted, you must restart the level from the beginning.

GLYPHS

Glyphs are mysterious crystals scattered in the ocean depths. Some Glyphs give you information when you sing at them, while others give you various kinds of temporary powers. Some Glyphs simply block your way and you must find a way to move them.

STREETS OF RAGE

An influential criminal syndicate has taken control over the once peaceful city. Take on the role of one of the ex-police officers Adam, Axel or Blaze and clean up the Streets of Rage.

Press the START button at the Title Screen to display the **Mode Select** screen. Use the left stick or directional buttons ⬆ ⬇ to select a menu item and press the ⊗ button to enter one of the following:

1 PLAYER Start a single-player game.

2 PLAYERS Start a two-player cooperative game.

OPTIONS Access the **Options** screen.

For both game modes, you will need to choose a fighter from the **Fighter Select** screen. Fighters are rated from **A** (highest) to **B** (lowest), so pick a fighter that suits your style.

JOINING A GAME IN PROGRESS

During a single-player game, a second player can join the ongoing battle by pressing the START button on his/her controller. The new fighter is determined based on the existing fighter, and will drop in from the top right corner of the screen.

PLAYING THE GAME

Use the left stick or directional buttons to move your fighter in all directions, and press the ⊗ button to Jump. Additionally, press the ○ button to Attack, or the △ button for a Special Attack. By combining the directional input buttons with the Jump and Attack buttons, a wide variety of attacks and moves are possible as follows:

Combo Hits Repeatedly tap the ○ button (up to 4 hits).

Jump Kick Press the ⊗ button, followed by the ○ button.

Rear Attack Press the ⊗ and ○ button together.

Grab Move right in front or behind the enemy.

Fury Grab and repeatedly tap the ○ button.

Throw Grab an enemy face front, then press ⬅ or ➡ (away from your foe) and the ○ button together.

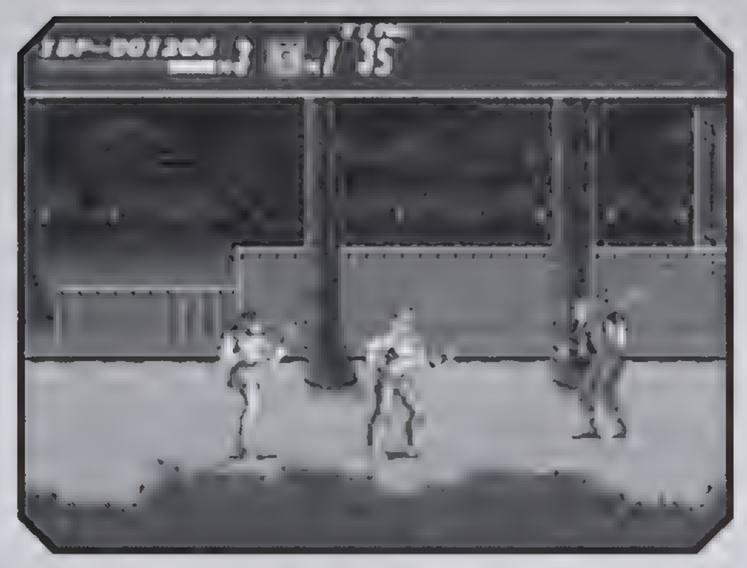
Backdrop Grab an enemy from behind and press the ○ button.

Vault Grab an enemy and press the ⊗ button.

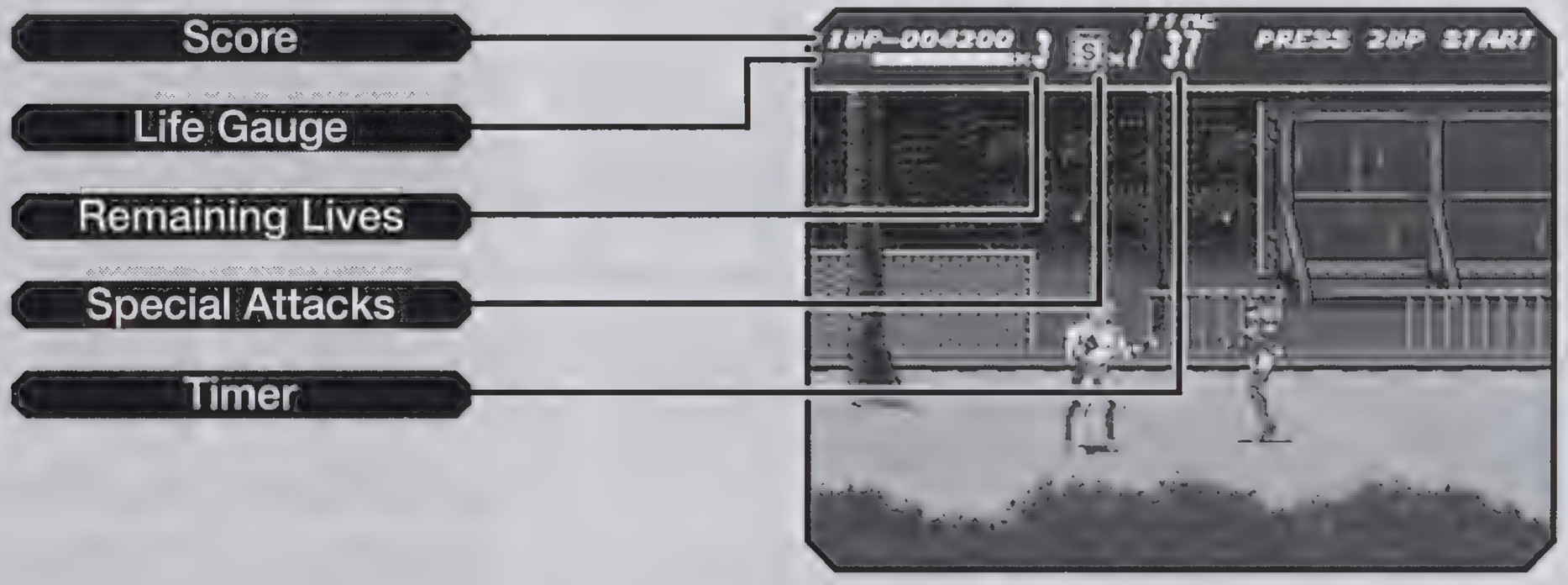
Team Attack Grab your partner (player), then press ⬅ or ➡ (away from your partner) and the ○ button together.

Once you're out in the streets, it's time to battle with your fighter's hand-to-hand combat skills. Use all of the attack methods at your disposal to knockout every hoodlum in the area and advance further in the Streets of Rage.

A noticeably stronger (and usually bigger) Boss is waiting in the final area of the Round. Quickly learn the behavior of the Boss and find the right timing to make your move. The Round is completed when you successfully deplete the Boss Gauge (displayed below the Player 1's Life Gauge) for a victory.

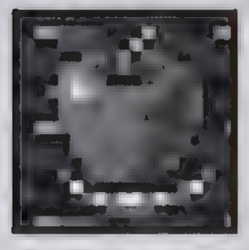


GAME SCREEN



Note: For a two-player game, Player 2's information will be displayed on the top right corner display area of the screen.

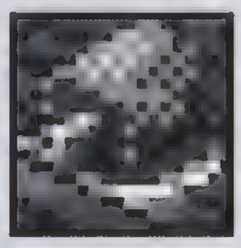
ITEMS



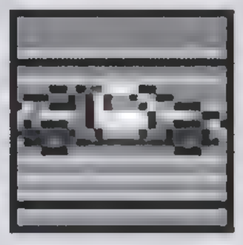
Apple
Recover a small amount of your Life Gauge.

1-UP
Gain an extra life to continue the battle.

Cash
Add 1,000 points to your score.

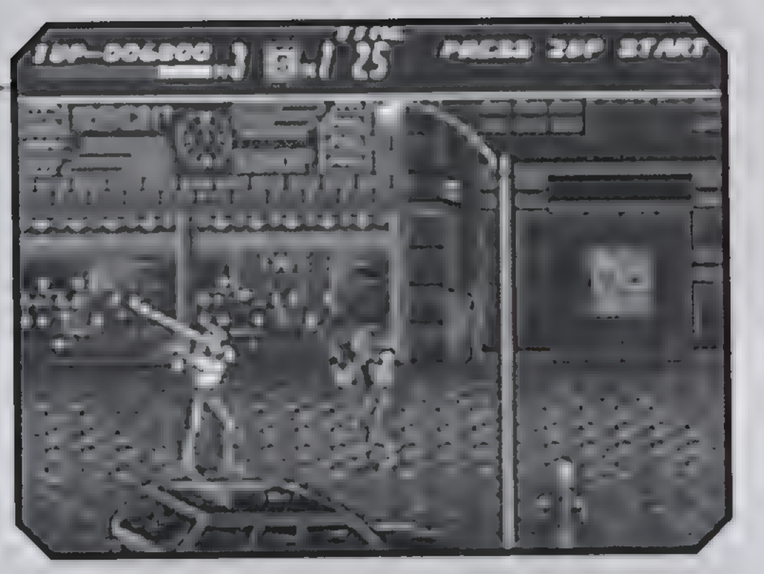


Beef
Completely recover your Life Gauge.



Special
Gain the additional use of Special Attack.

WEAPONS



You can pick up weapons that either enemies have dropped or that can be found inside breakable objects. When you see a weapon you'd like to use, move your fighter over it and press the ◉ button to grab the item.

Once the weapon is in your fighter's hand, take advantage of it by simply pressing the ◉ button. Note that taking a hit will force you to drop the weapon.

GAME OVER/CONTINUE

When the Life Gauge is completely depleted or you run out of time, you will lose a Life. You start the game with three lives and the game will end when all of your lives are lost. A **Game Over/Continue** option will appear at the end of your game (see the top section of the screen). Press the left stick or directional buttons ⬆ ⬇ to select either **Continue** to continue play or **New Game** to quit the game.

Note that the number displayed next to **Continue** is your remaining credits, and when this runs out, the game is truly over.

GAME OPTIONS

Use the left stick or directional buttons ⬆ ⬇ to select one of the options, and then ⬅ ➡ to cycle through the available choices.

SOUND TEST Choose a sound and press the ◉ button to play it.

LEVEL Set the difficulty level of the game.

CONTROL Change the button functions of the ◉, ⊗ and ▣ buttons. Note that **A**, **B**, and **C** represent the SEGA Genesis™ buttons.

EXIT Select **EXIT** and press the ◉ button to return to the **Mode Select** screen.

VECTORMAN

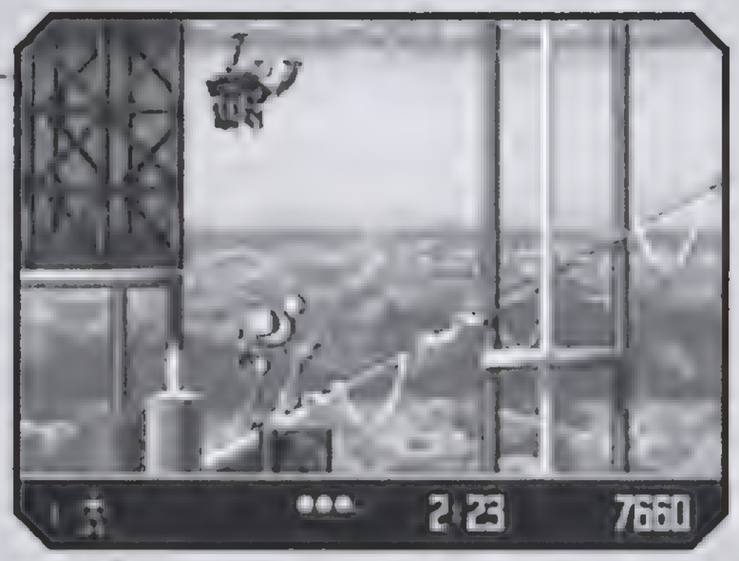
By the year 2049, Earth has been turned into a toxic waste dump. Humankind has fled into space leaving behind an army of mechanized "Orbots" to clean up Earth. But when the Orbot leader "WarHead" goes haywire and starts a global revolt against the humans, it falls on the shoulders of the last Orbot loyal to its human masters to save the planet.

Press the START button at the Title Screen to display the **Main Menu**. Use the left stick or directional buttons ⬆ ⬇ to select a menu item and press the START button to enter.

START GAME Start the game from Day (stage) 1.

OPTIONS Access the **Options** screen.

PLAYING THE GAME



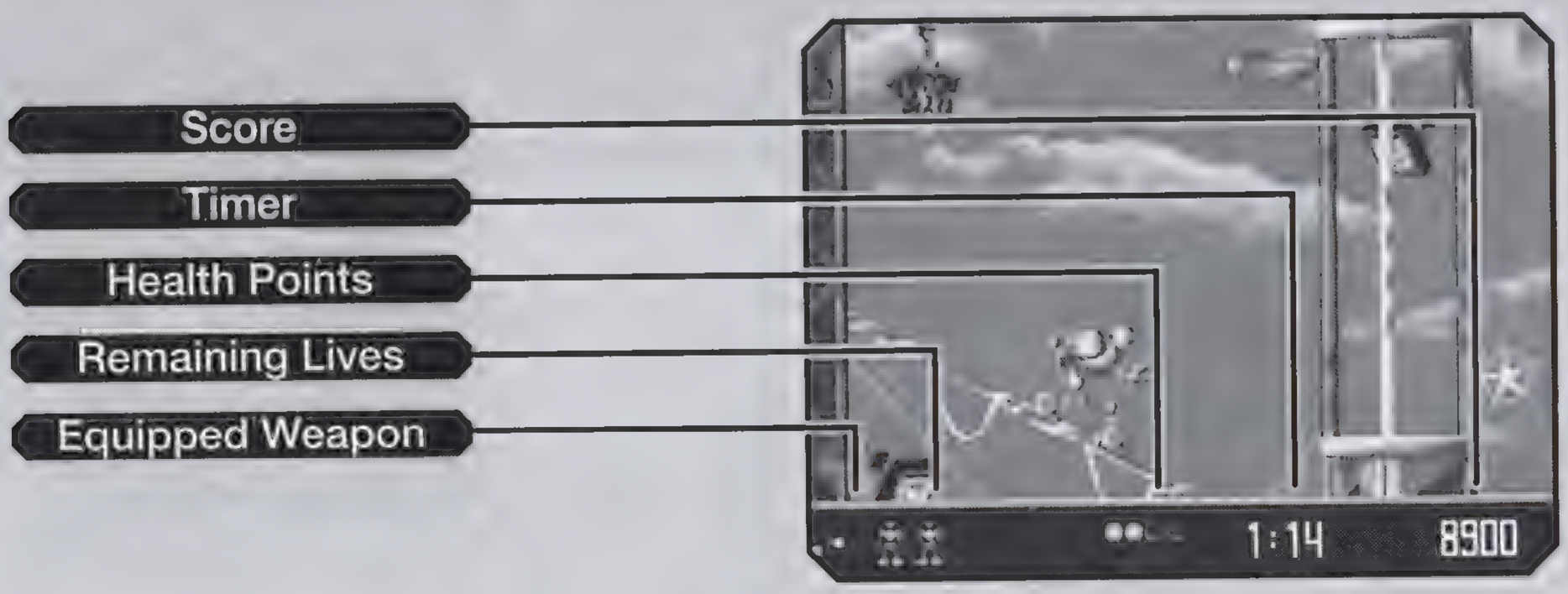
VectorMan must defeat the Orbot leader WarHead to save Earth. Our hero will continue to fight against the evil Orbots as long as he has a Health Point remaining. Break television monitors found throughout the stage and pick up power-ups and weapons to help you complete your day's work. The game will end if you lose all of your lives.

Use the left stick or directional buttons ⬅ ➡ to move, and press the ⊗ button to Jump. Press the ⊗ button while in mid-air to activate the booster. Pressing either the ◉ or ▣ button fires the weapon, while holding it down fires with Rapid Fire (when available). Using the left stick or directional buttons ⬆ ⬇ allows you to look up and down the game screen.

WEAPONS

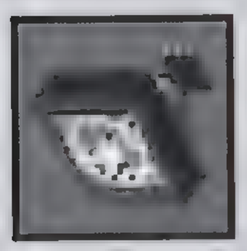
VectorMan's default weapon is a standard gun that fires a single shot per tap. Picking up Weapon Icons (five in all) will allow you to use advanced weapons, each with its own unique fire power. Note that there is limited ammunition and whenever the ammo runs out, the special weapon will change back into your standard gun.

GAME SCREEN



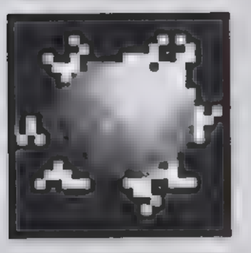
ITEMS

A variety of useful items can be found around the gamefield.



Television
Destroy to earn weapons, power-ups, etc.

Health Points
Restore one Health Point.



Max Health
Add one Health Point to your maximum Health.

Weapon Icons
Advanced weapons to fire powerful shots.

Multipliers
Multiply scores, Health Points and 1-UPs.

Extra Time
Add two minutes to the Timer.

Photon
Collect to earn points.

Full Health
Fully restore your Health Points.

1-UP
Earn an extra life.

Morph Icons
Transform VectorMan for special tasks.

Milestone
Retry the stage from the Milestone point.

MORPHS

Pick up a Morph icon (seven in all) and transform VectorMan for a limited time in order to carry out a special task. VectorMan is invincible during this time, so move freely and access new areas that you normally cannot reach.

GAME OPTIONS

Use the left stick or directional buttons ⬆ ⬇ to select one of the options, and then ⬅ ➡ to cycle through the available choices. Press the START button to return to the Title Screen.

SOUND EFFECTS	Turn the sound effects **On** or **Off**.
MUSIC	Turn the game tune **On** or **Off**.
DIFFICULTY	Modify the difficulty level of the game to either **Lame**, **Wicked** or **Insane**.
MUSIC TEST	Select a game tune and press the ⊗ button to play the track.
SOUND TEST	Select a sound and press the ⊗ button to hear it.
BUTTONS	Switch the assigned buttons of **JUMP** and **SHOOT**.
INFORMATION	Check all of the featured items found in this game.

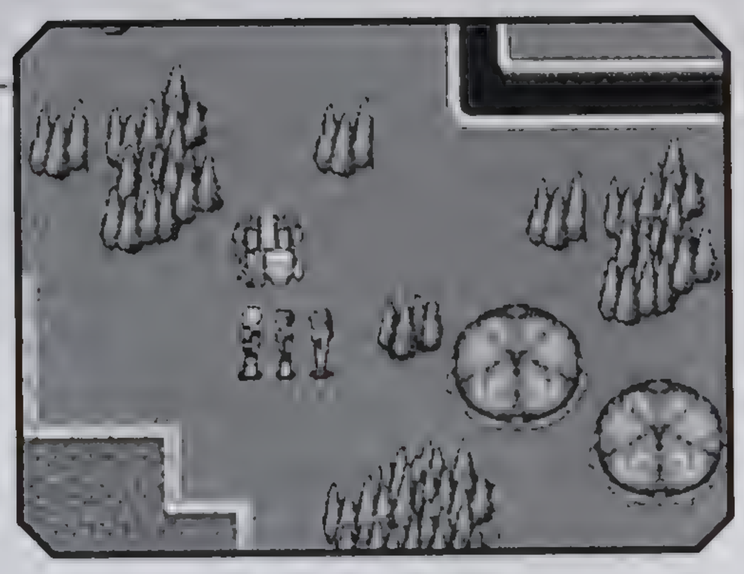
PHANTASY STAR II

Moto, a once peaceful tropical paradise and the shining jewel of the Algo Star System, is facing terrible oppression at the hands of an unknown evil. Strange, vicious creatures infest the countryside and people are afraid to leave their villages. It's up to you to uncover the mystery behind these grim circumstances and help restore Moto to its former splendor.

Following the SEGA logo, *Phantasy Star II* opens with the story that precedes your adventure. Press the START button at any time to display the Title Screen, then press the START button again to begin your adventure.

After you start the game, select **New Game** and press the ⊗ or ◉ button. An automated sequence that introduces the story will then run. Press the ▣, ⊗ or ◉ button to scroll through the dialogue. To load a previous game, please access the Pause Menu, select Load Game and select the desired Save File.

PLAYING THE GAME



As you embark on your quest, you will find yourself in three main game environments as detailed below.

TOWNS AND VILLAGES

Here you can gather information from the locals, purchase weapons and items (see Shops and Facilities on p.21), and trigger events that progress the story.

WILDERNESS AND DUNGEONS

Make your way through treacherous landscapes and puzzling mazes to complete objectives and discover new destinations. You will frequently encounter ferocious monsters to fight against.

COMBAT AREAS

When confronted by monsters, defeat them to gain **EXP** (experience) and **Meseta** (currency).

BASIC CONTROLS

In the Town and Wilderness areas, use the left stick or directional buttons to make your party walk in all directions. To talk to people, approach them and press the ◉ button, then any action button to progress the dialogue. Talking to people can bring you valuable information to help in your adventure.

Some buildings can also be entered. Approach the building from the front (lower part) and use the left stick or directional button ⬆ to enter. If you can't enter, press the ◉ button to inspect it for clues.

COMMAND MENU

In the town and wilderness areas, press the ⊗ button to display the **Command Menu**:

ITEM

Use, exchange or discard your own or your party's items. First choose the character that possesses the item, and the item from their inventory. Then choose **USE** to use the item, **GIV** to give it to another character, or **TOS** to discard. In the case of **GIV** (and in some instances **USE**), you will need to specify a target character. Up to 16 items can be held. Equipped items are marked with the letter **E** (see **EQP**).

STATE

Check simplified character status levels and reorganize your party.

STATE — See a quick reading of each character's **HP** (Hit Points), **TP** (Technique Points), **LV** (level) and the party's **Meseta**.

ORDER — Change the order of your party. Characters near the top stand a greater chance of being attacked, so weaker characters with lower **HP** should be placed at the bottom.

TECH

Make use of your party's Techniques. Choose a character and one of their Techniques. Some Techniques will also require you to select a target character who will receive the effects of the Technique. If the character has sufficient **TP**, the Technique will then be performed and the allotted **TP** will be consumed.

STRNG

Select a character to see a full rundown of their current parameters (see "Status" below).

EQP

Equip or unequip weapons and armor, etc. for each character. Select a character to display their inventory and the status of each body part. Next select an unequipped item to equip, or an equipped item to unequip. If an item is already equipped for the selected body part, then the old item will be unequipped automatically. Depending on the combination of weapons and armor, the character's **AGILITY**, **ATTACK** and **DEFENSE** will vary. Note the player's status displayed in the lower right of the screen. Not all items can be equipped by all characters.

STATUS

Select **STRNG** (strength) from the Command Menu and a character that you want to see a detailed status for. These are displayed in four windows as follows:

PROFESSION (UPPER LEFT)

Shows the selected character's **LV** (level), Profession and **EXP** (experience).

EQUIPMENT (LOWER LEFT)

Shows items equipped for each body part. This window is the same as used in **EQP**.

HP/TP (UPPER RIGHT)

Shows the current and maximum **HP** and **TP** levels.

PERSONAL CHARACTERISTICS (UPPER LEFT)

STRNGTH **HP** rises with **STRNGTH**, allowing stronger attacks and reduced injury.

MENTAL As mental awareness increases, maximum **HP** also increases. Higher **MENTAL** combined with **TP** allows the character to use more Techniques.

AGILITY Characters become more coordinated in battle as this number increases.

LUCK A higher value increases the effectiveness of Techniques.

DEXTRTY Handling weapons increases **DEXTRTY** and the amount of injury one can inflict.

ATTACK Higher numbers mean greater **ATTACK** skills.

DEFENSE Higher numbers mean greater resistance to attacks.

TECHNIQUES

Press the ⊗ button to reveal another two windows. The left window shows healing and other Techniques, and the right window shows attack and defense Techniques.

BATTLE MODE

When confronted by enemies, the game will switch to Battle Mode with a flash of light.

Select **FGHT** (fight) and the battle will begin. Action becomes automated with all characters and enemies taking turns to attack until one side completely defeats the other, or you intervene (see below). In the event that all your party members are killed, the game will end. If you're merely unlucky enough to lose some of your party members, they can be cloned (revived) at the nearest village for a small fee.

To intervene once battle has commenced, use the left stick or directional buttons in any direction and an action button, and the fighting will stop at the end of the current cycle of turns. Here you can select **FGHT** (fight) to continue the battle as is or **STGY** (strategy) to update your team tactics as follows:

ORDR (ORDER)

Use the left stick or directional buttons to select a character in your party and press the ⊗ button to display the strategy icons. Set the character's strategy as follows:

Battle
Command the character to fight, and select an enemy type to prioritize.

Item
Choose an item and select a party member to use it on.

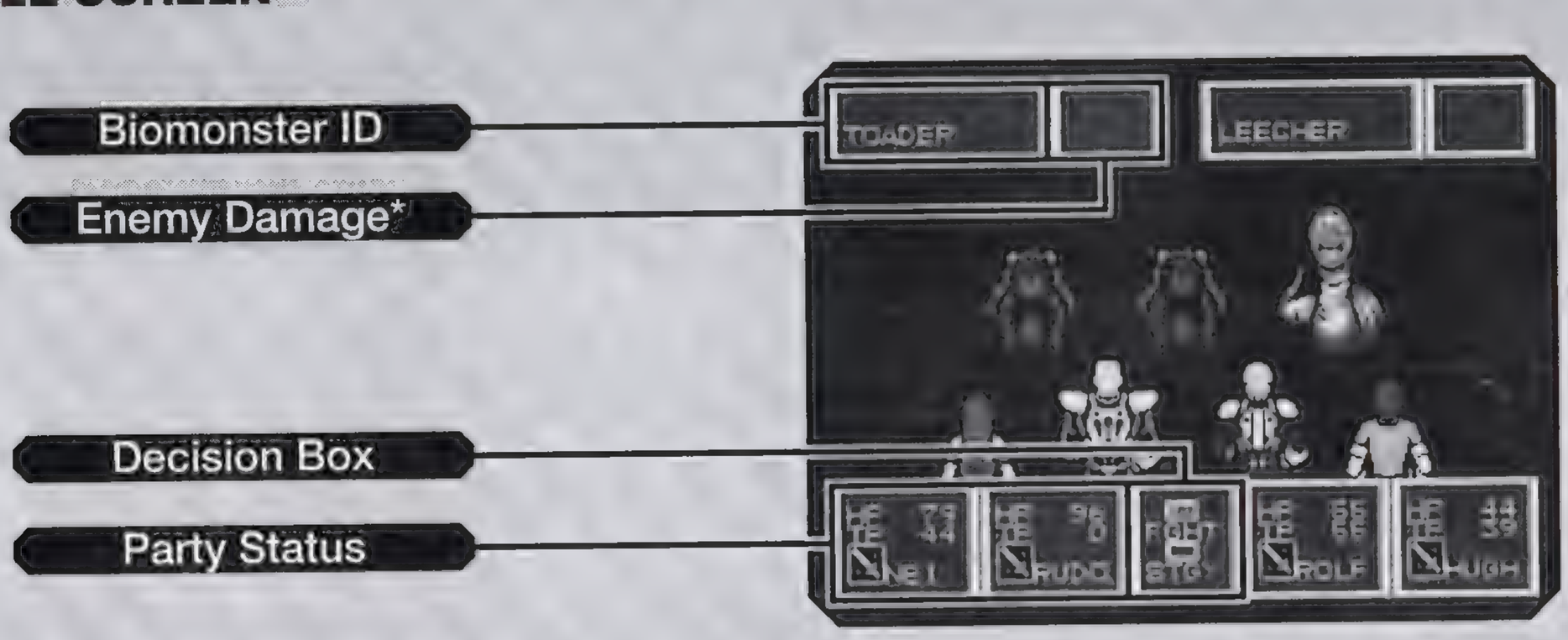
Technique
Command the character to utilize Techniques and specify which to use against whom.

Defense
If the character is unable to fight, protect them with a shield, emel or other covering.

RUN

Cut your losses and flee. This can be a life-saver, but take care as some enemies won't let you get away so easily, and your party will lose its chance to attack for the duration of the turn cycle.

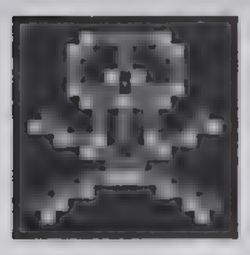
BATTLE SCREEN



*Enemy Damage visible during party attack.

HP (HIT POINTS)

The character dies if **HP** reaches zero. The following icons may also be displayed:



The character has been poisoned.

The character is temporarily knocked out by sleeping potion.

The character is temporarily paralyzed and cannot move.

The character has been killed.

TP (TECHNIQUE POINTS)

The number shows how much power the character has available for using Techniques.

SYMBOL

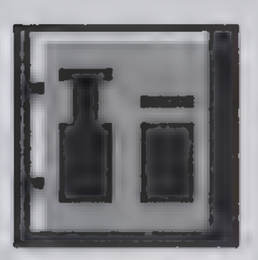
Indicates the character's strategy as attack, Technique or shield.

ENEMY DAMAGE

Indicates the level of damage the enemy sustains while your party members attack.

SHOPS AND FACILITIES

Most towns will have some or all of the following shops and facilities for your use:

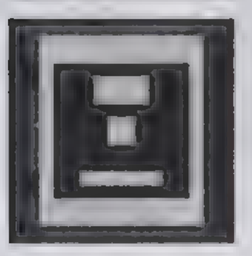


Item Shop
Buy techniques and potions, and sell off unused items.

Armor Shop
Buy shields and armor to protect your characters.

Weapons Shop
Buy weapons for each of your characters.

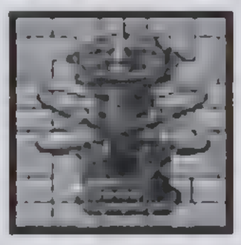
Teleport Station
Rapidly transport to any previously visited town, for a fee.



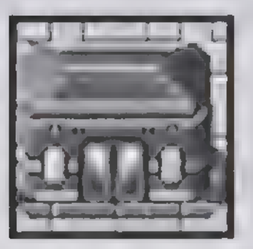
Data Memory
Save your game progress from the Pause Menu.

Hospital
Heal your party's injuries/restore **TP** and cure any poisoning.

Clone Labs
Resurrect a dead party member as a precisely copied clone, complete with all statistics and possessions intact.



Central Tower
The central base of operations. Drop in to the Library to gather information or leave excess weapons and items in your Room.



Home
Come here for a rest, to meet new ally characters and to organize your party. Up to four characters can form your party at a time.

NOTES

NOTES

NOTES

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- Telephone: 1-800-USA-SEGA

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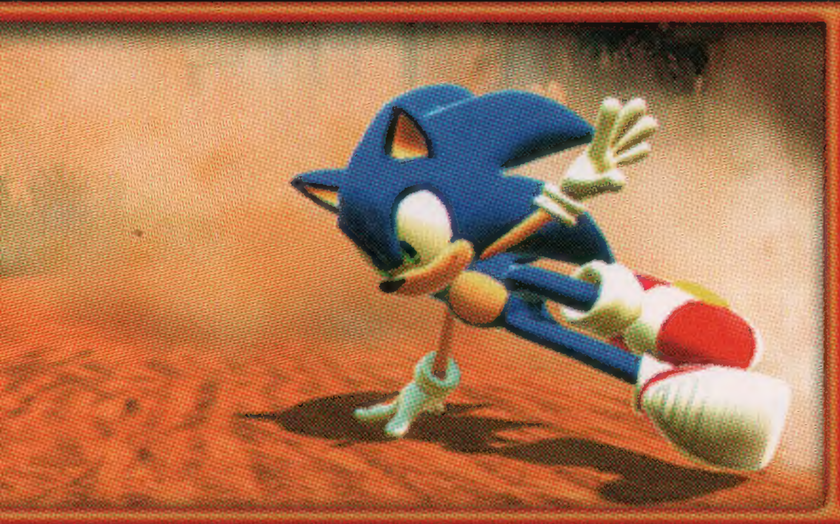

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10+

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Fantasy Violence

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